Curve Pivot Script
For this script to work please type the following in the **MEL** tab, also select the **Curve** then run the script.

```
//set the pivot to first cv

for($node in `ls -sl`){
   float $p[] = `getAttr ($node + ".cv[0]")`;
   xform -ws -piv $p[0] $p[1] $p[2] $node;
};
```

Creating Tube Script
For this script to work please type the following in the **MEL** tab.Do NOT select anything before running this. After you run it, a cylinder should be created at the origin.

```
//creating cylinder and deleting faces
polyCylinder -r 1 -h 2 -sx 20 -sy 16 -sz 0 -ax 0 1 0 -rcp 0 -cuv 3 -ch 1  -name Tube;

for($node in `ls -sl`){
   select ($node + ".f[320]");
   doDelete;
   select ($node + ".f[321]");
   doDelete;
};
```

Tube Shape Script

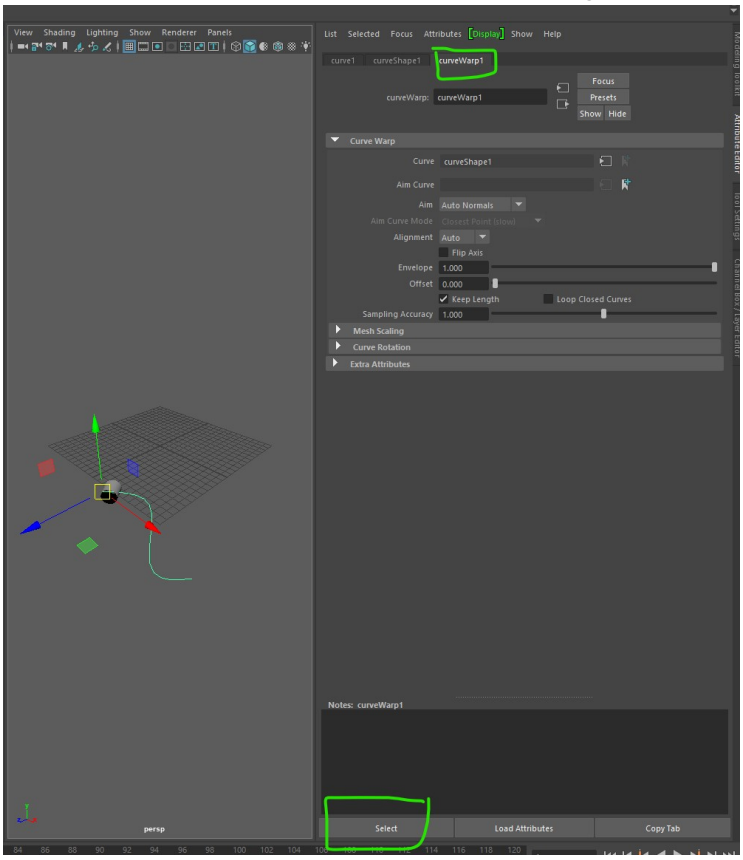
For this script to work please type the script in the **MEL** tab.

First select the Cylinder created from the Creating Tube Script, then SHIFT+select the Curve in that order. Cylinder first, Curve next.

Goto Deform>Curve Warp. If Curve Warp does not show up in the Deform Menu, it needs to be loaded up from the Plug-in Manager>curveWarp.mll

After the Curve Warp is run, the cylinder should show up at the pivot point of the curve.

Now select the curve, in the Attribute Editor, goto CurveWarp tab then click select.



With the curve warp selected, run the script:

```
//modifying curveWrap
for($node in `ls -sl`){
    setAttr ($node + ".keepLength") 0;
    setAttr ($node + ".alignmentMode") 3;
            setAttr ($node + ".scaleCurve[3].scaleCurve_Value") 0.09;
    setAttr ($node + ".scaleCurve[0].scaleCurve_Value") 0.29;


};
```